<u>AMENDMENTS TO THE CLAIMS</u>

This listing of claims will replace all prior versions, and listings, of claims in the application:

<u>Listing of Claims:</u>

1. (Currently Amended) A method of using a source database for forming derived products, wherein the source database contains data that ~~represent~~ represents geographic features in a region including roads in the region, the method comprising:

providing a ~~first~~ set of data from the source database, wherein the ~~first~~ set of data represents at least some of the geographic features in the region and further wherein the ~~first~~ set of data includes attributes suitable ~~for use~~ for providing navigation-related functions; and

forming a template database using the set of data from the source database ~~to form a template database~~, wherein the template database represents an imaginary geographic locale.

2. (Currently Amended) The method of Claim 1 wherein the template database includes data that provides a level of accuracy similar to a level of accuracy provided by the ~~first~~ set of data used for navigation-related functions.~~functions~~

3. (Currently Amended) The method of Claim 1 wherein the template database includes data that provides a level of detail similar to a level of detail provided by the ~~first~~ set of data used for navigation-related functions.~~functions~~

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4. (Currently Amended) The method of Claim 1 wherein the step of using data from the source database to form a template database further comprises the steps of:

selecting a real world locale;

obtaining data that represents the real world locale, wherein the data that represents the real world locale is obtained from or derived from the source database;

using the data that represents the real world locale to determine at least one parameter of geographic features represented thereby; and

forming the template database using the at least one parameter.

5. (Currently Amended) The method of Claim 4 wherein the at least one parameter includes an overall size of the locale.

6. (Currently Amended) The method of Claim 4 wherein the at least one parameter includes road densities.

7. (Currently Amended) The method of Claim 4 wherein the at least one parameter includes road shapes.

8. (Currently Amended) The method of Claim 4 wherein the at least one parameter includes road widths.

9. (Currently Amended) The method of Claim 4 wherein the at least one parameter includes expressway density.

10. (Currently Amended) The method of Claim 4 wherein the at least one parameter includes roadway orientation.

11. (Currently Amended) The method of Claim 4 wherein the <u>at least one</u> parameter includes road alignment.

12. (Currently Amended) The method of Claim 4 wherein the <u>at least one</u> parameter includes altitude changes.

13. (Currently Amended) The method of Claim 4 wherein the <u>at least one</u> parameter includes geographic features selected from a group consisting of: lakes, rivers, and mountains.

14. (Currently Amended) The method of Claim 4 wherein the <u>at least one</u> parameter includes open spaces in a locale selected from a group consisting of: parks and golf courses.

15. (Currently Amended) The method of Claim 4 wherein the <u>at least one</u> parameter includes points of interest.

16. (Currently Amended) The method of Claim 4 wherein the <u>at least one</u> parameter includes buildings located in a locale.

17. (Currently Amended) The method of Claim 4 wherein the <u>at least one</u> parameter includes signs.

18. (Currently Amended) The method of Claim 1 wherein data in the template database is combined with road model data to provide a realistic visual appearance of roads in the imaginary <u>geographic</u> locale.

19. (Currently Amended) The method of Claim 1 wherein data in the template database is combined with road model data to provide a realistic visual appearance of roads in the region, wherein the road model data includes ~~as~~ road

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pavement colors, lane stripe markings, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.

20. (Original) The method of Claim 1 wherein data in the template database is combined with 3D model data to provide a realistic visual representation of polygon shaped features in the region.

21. (Original) The method of Claim 1 wherein data in the template database is combined with 3D model data to provide a realistic visual representation of cityscape and landscape features in the region.

22. (Original) The method of Claim 1 wherein data in the template database is combined with 3D model data to provide a realistic visual representation of one of a group consisting of: buildings, fences, trees, shrubbery, lawns, fences, and clouds in the region.

23. (Currently Amended) The method of Claim 1 wherein the data in the template database is combined with other game-related components to form a computer game the computer games.

24. (Currently Amended) The method of Claim 1 wherein the data in the template database is combined with other game-related components to form a computer game the computer games, wherein the other game-related components include at least one of a group consisting of: characters, game logic, vehicles, game rules[,] and programs for rendering and graphics.

25. (Currently Amended) A method of developing a computer game comprising:
acquiring a template geographic database from another party, wherein the template geographic database contains data that represents a geographic locale;

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incorporating data from the template geographic database, along with other computer game components, to form a computer game product; and

selling the computer game product.

26. (Original) The method of Claim 25 wherein the geographic locale is an imaginary locale.

27. (Original) The method of Claim 25 wherein the geographic locale is an actual locale.

28. (Original) A method of developing a computer game comprising:

providing template geographic databases to end users, wherein the template databases contain data that represents geographic locales; and

providing programming tools to the end user that allow the end users to incorporate data from the template geographic database into computer games, wherein the computer games include playing scenarios that include representations of the geographic locales.

29. (New) A computer-readable medium having executable instructions stored thereon in accordance with the method of Claim 1.

30. (New) An apparatus having executable instructions stored thereon in accordance with the method of Claim 1.

31. (New) A method of using a source database for forming derived products, wherein the source database contains data that represents geographic features in a region including roads in the region, the method comprising:

providing a set of data from the source database, wherein the set of data represents at least some of the geographic features in the region and further

wherein the set of data includes attributes suitable for use in a navigation system device; and

forming a template database using the set of data from the source database, wherein the template database represents a geographic locale for use in a computer game.

32. (New) The method of Claim 31 wherein the geographic locale is an imaginary locale.

33. (New) The method of Claim 31 wherein the geographic locale is an actual locale.

34. (New) The method of Claim 31, wherein the geographic locale comprises any one or more selected from a group of a continent, a country, a region within a country, a city within a country, a region within a city, and a neighborhood within a city.

35. (New) The method of Claim 31, wherein the geographic locale further represents the geographic locale in any one or more selected from a group of a past historical period, a present historical period, and a future historical period.

36 (New). A computer-readable medium having executable instructions stored thereon in accordance with the method of Claim 31.

37 (New). An apparatus having executable instructions stored thereon in accordance with the method of Claim 31.